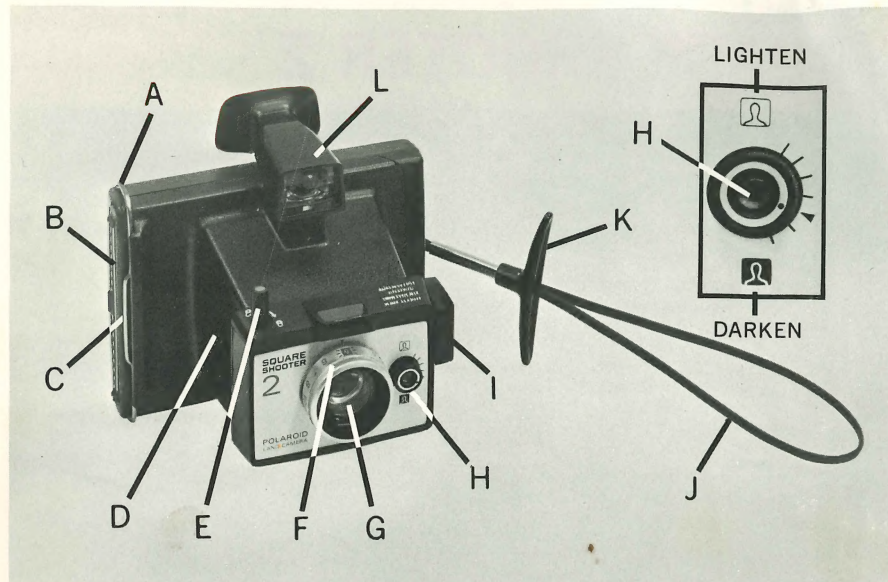


MEET THE SQUARE SHOOTER 2

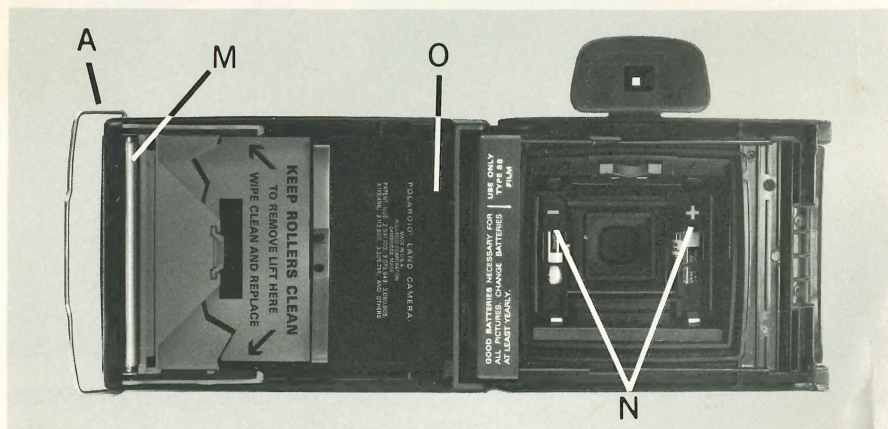


How to make good pictures
with your Polaroid Land camera.
Please take a few minutes to
read this book carefully.

KNOW YOUR CAMERA



SHUTTER LOCK: To unlock shutter release button (E), turn it counterclockwise. When to lock shutter (see page 29).



IMPORTANT: The developer spreader (M) must be kept clean or you won't get good pictures. Check it and clean it as shown on page 22. Install new batteries (N) at least once a year (see page 23).

LIST OF CAMERA PARTS

- | | |
|---|--|
| A. Back lock | H. Electric eye and LIGHTEN/DARKEN control |
| B. Yellow tab slot | I. Socket for regular flashcube |
| C. White tab slot | J. Wrist strap |
| D. Location for accessory Development Timer #126 (described below) | K. T-handle |
| E. Shutter release and lock | L. Viewfinder |
| F. Lens ring and distance scale (silver part shows range of distances for flash pictures) | M. Development spreader |
| G. Lens (3-element, 114mm) | N. Battery holder |
| | O. Camera number |

FOUR IMPORTANT POINTS TO REMEMBER

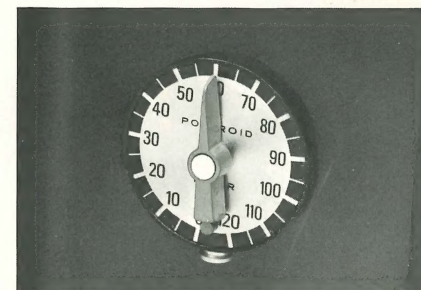
- The film:** This camera makes color pictures only. Use only Polaroid Polacolor Land film packs, Type 88.
- The flash:** Use only regular flashcubes. (Do not use Hi-Power flashcubes or Magicubes.)
- The batteries:** Both daylight and flash pictures are dependent on good batteries. Change them at least once a year, or whenever necessary. (See page 23.)
- In case of trouble:** If you are unable to get good pictures, this may be due either to a fault in the camera or to incorrect operation of the camera. Before you send your camera in for repair, please write to Customer Service, giving full details of the trouble, or call us, toll-free, so that we may discuss the problem with you. (For full details, see page 30.)

FLASH SAFETY PRECAUTIONS: Never use flash closer than 4 ft. (1.2m) from your subject; never shoot flash pictures in explosive atmospheres.

Please be sure to read the CAUTION notice on page 30.

DEVELOPMENT TIMER

The Polaroid Development Timer #126 is available as an accessory for this camera. The timer attaches to the body of the camera. It helps you to be sure that pictures are developed for the right length of time. This is most important for color pictures.



HOW TO MAKE A PICTURE

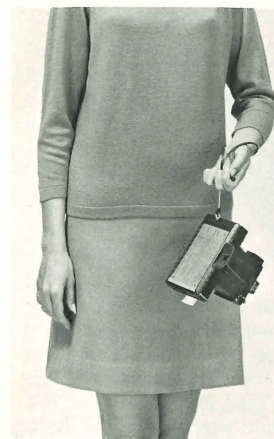


1 SET DISTANCE AND L/D CONTROL
p. 12

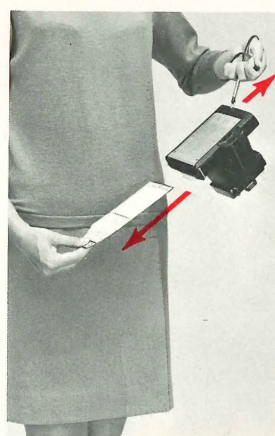


2 SHOOT
p. 13

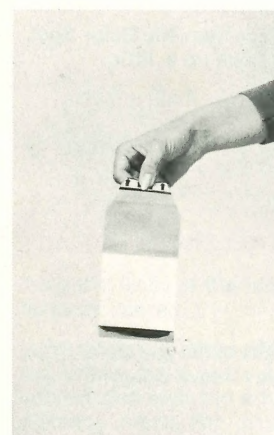
a quick look



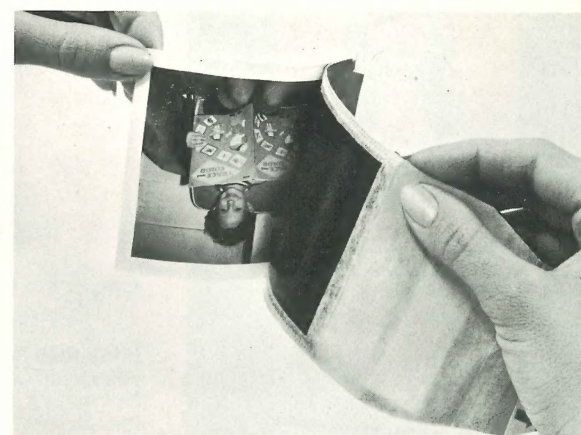
3 HOLD BY T-HANDLE, PULL WHITE TAB
p. 16



4 PULL YELLOW TAB
p. 17



5 WAIT
p. 18



6 SEPARATE
p. 18

FOR MOST PICTURES OF PEOPLE, 5 FT. (1.50m) IS THE BEST DISTANCE



The Color Spot in the viewfinder helps you to measure one distance — 5 ft. (1.50m). Use it as described below to place yourself 5 ft. (1.50m) from your subject. Then set the lens to 5 ft. (1.50m) and take your picture.

HOW THE COLOR SPOT WORKS

Look through the viewfinder and place the Color Spot over the person's face. Back up, or move closer, until it covers the subject from the top of the head to the point of the chin (see illustration above).

Your subject will then be about 5 ft. (1.50m) from the lens.

If the person is wearing a hat, or has a high hair style, or is a bearded man, you'll have to guess where the top of the head or the end of the chin is.



If the face is bigger than the Color Spot, you're **too close**. Back up a little.



If the face is smaller than the Color Spot, you're **too far away**. Move closer.

For groups: If you're snapping two or three people, try to have them all about the same distance from the camera, and use the Color Spot on one face.

For children, pets, etc.: The Color Spot is not designed for use with very small children or animals; measure the distance in some other way. See the next page for some easy ways to measure distance.

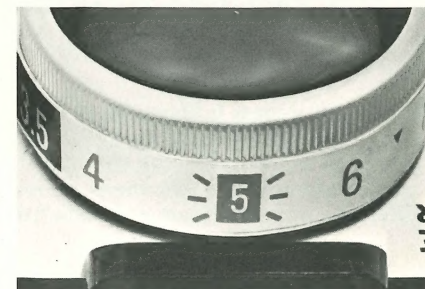
For side views: You can use the Color Spot for side views in the same way as described on the previous page for full-face pictures.

HOW TO SET THE LENS

Turn the front of the lens to the correct distance mark.

To get good, clear pictures you must know how far it is from the lens to the subject and turn the lens to the correct distance mark. For distant scenes, set the lens to 50 +.

You can see the lens setting through the bottom of the viewfinder.



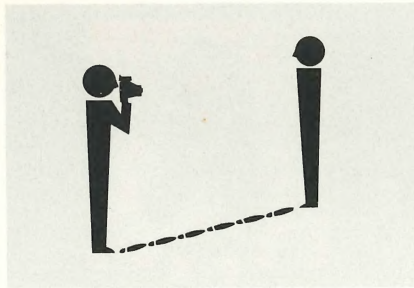
HOW TO MEASURE DISTANCES OTHER THAN 5 FT. (1.50m)

To get good, clear pictures, you must know how far it is from the lens to the subject, and turn the lens to the correct distance mark. If you don't measure or estimate the distance accurately, and set the lens correctly, your pictures will be fuzzy. The most accurate method is to use a tape measure. If that's inconvenient, use one of the methods shown below.

The closer you get to your subject, the more important it is to measure accurately. **Never get closer than 4 ft. (1.20m) for flash pictures.**



For 4 ft. (1.20m), two arm lengths: Face your subject and touch fingertips, then drop arms. With the camera at your eye it should be about 4 ft. (1.20m) from the front of the camera to your subject.



Count footsteps: If you know the size of your shoe you can measure by stepping toe-to-heel.

For distant scenes: Turn the lens to 50+.

WHAT'S WRONG WITH THIS SCENE?



Nothing—and please don't spoil it!

Some of your favorite Polaroid Land pictures will be of beautiful scenes like this one. Please be careful not to spoil them for yourself or others by dropping your negative tabs or other film material on the ground or in the water.

What to do with the waste paper? You can use an empty film box or the foil bag (open it carefully and it will make a convenient little litter bag) to carry discarded materials to the nearest litter basket.

Scenes like this one **can** stay beautiful—but only if everyone makes an effort. Please help.



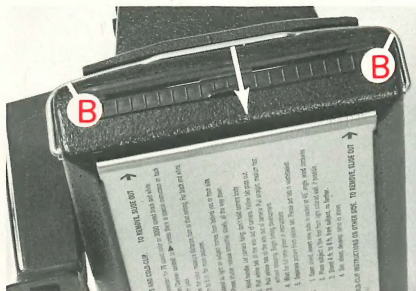
HOW TO LOAD FILM

Always do this in the shade, not in direct sunlight, to avoid fogging the film.

The film: Use only Polaroid Polacolor Land film packs, Type 88. Each pack makes eight prints, $3\frac{1}{4} \times 3\frac{3}{8}$ in. (approximately 8.2 x 8.6cm).

1. Open the package: Slide the film bag out of the box. Handle it carefully and only by the edges. Tear the bag along the dotted line and remove the pack. Hold it only by the edges. Discard the moisture absorbing card (A) supplied with color packs (some packs may not have a card). Save the box to carry prints or to hold waste paper.

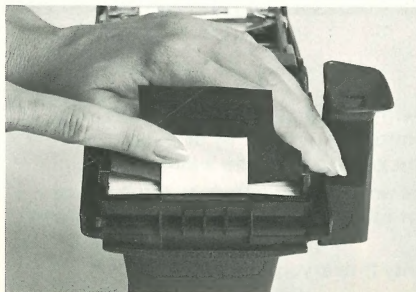
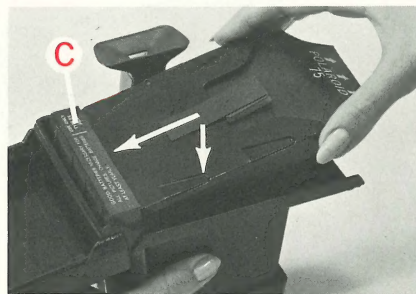
Please be sure to read the instruction sheet so you'll know how long to develop your pictures.



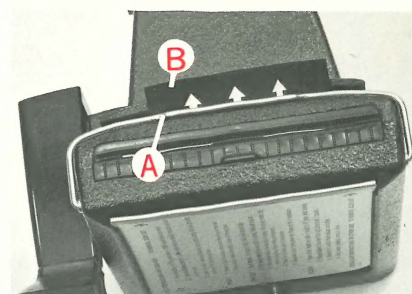
2. Unlock and open the back: Push up both ends of the back lock (B) and open the back all the way. Be careful not to drop the camera as the back opens.

3. Insert the pack: Hold the film pack by the edges as shown. Push the closed end of the pack under the light shield (C) against a spring and then push the pack down into the camera.

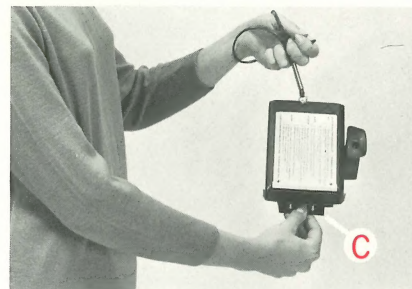
4. Check the white tabs: Be sure that they are not caught between the pack and the camera.



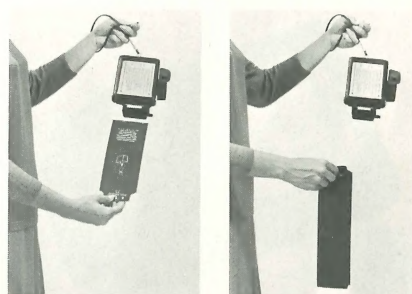
5. Close and lock the back: Hold the back closed and push down on the center of the lock (A). The black tab on the safety cover (B) sticks out behind the lock.



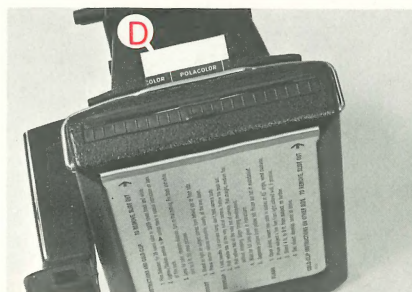
6. Grip the black tab: Hold the camera by the T-handle and get a grip on the black tab (C). The black tab is the end of the safety cover.



7. Pull the safety cover all the way out of the camera: Pull it straight and be careful not to rip it.

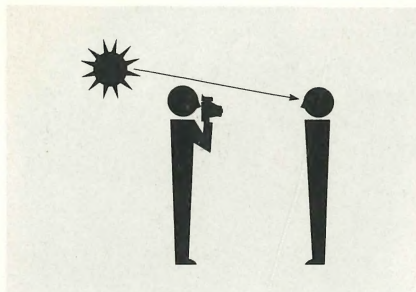


8. Look for the white tab: When the safety cover is removed, a white tab (D) should stick out of the small slot next to the lock.



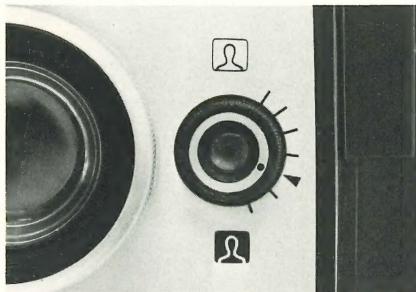
If you can see a white tab, you are now ready to take picture No. 1.

If there is no white tab: Turn to page 20.

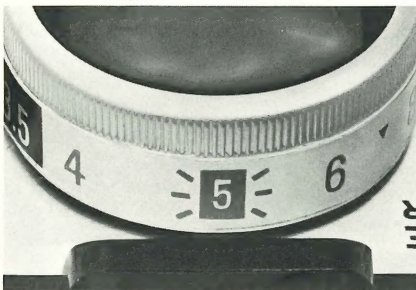


HOW TO TAKE PICTURES IN BRIGHT DAYLIGHT OUTDOORS

1. Place yourself: Stand so the light on the subject is coming from behind you or from the side, but not from in front of the camera. Hold the camera in your left hand, with the strap around your wrist.



2. Check the L/D control: Ordinarily it should be at the Normal position, as shown. On the back of some color film packs you may find printed instructions advising you to set the L/D control one mark toward LIGHTEN for all pictures made with that pack. Please follow that advice; it's important.



3. Set the lens for distance: For most pictures of people, set the lens to 5 ft. (1.50m). Use the 5 ft. (1.50m) Color Spot in the viewfinder to measure the distance (see page 13, top).

For other distances, always estimate and set the lens to the right mark.

For the sharpest pictures of very distant scenes, turn the lens to 50 +.

The lens distance setting can be seen through the bottom of the viewfinder.

4. Aim: For pictures at 5 ft. (1.50m) place the Color Spot on the person's face, move closer or back up until it covers from the top of the head to the chin.

Your subject's face need not remain in the Color Spot when you take your picture.

For pictures at other distances, don't use the Color Spot for measuring distance.



5. Shoot: Hold the camera as shown, so your right thumb stops your forefinger from pushing the camera down.

Press the red button smoothly and slowly without moving the camera. Hold the button down for about a second, then let it come up.

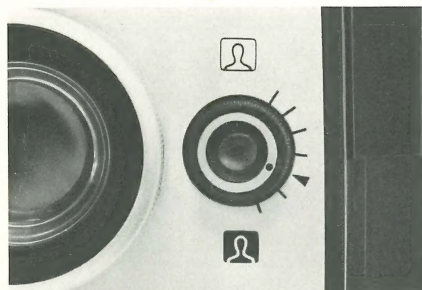
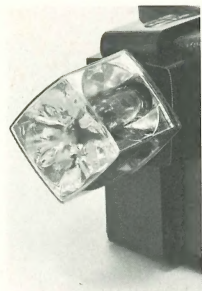
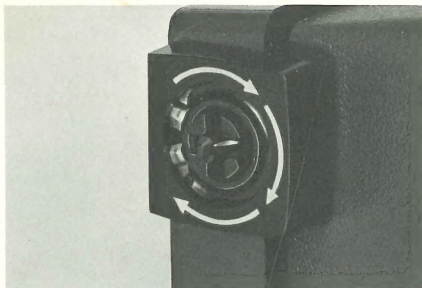


YOU ARE NOW READY TO DEVELOP THE PICTURE AS SHOWN ON PAGE 16.

LIGHTING TO AVOID

Bright light behind the subject will "fool" the electric eye. Your subject will be too dark.





HOW TO TAKE FLASH PICTURES

This camera uses regular flashcubes. Each cube provides four flashes. After each flash, a spring motor turns the cube to make it ready for the next flash.

Insert and wind the cube as follows:

New flashcube: When the motor is fully unwound (after four flashes), a new cube will push on the socket at a 45 degree angle, as shown at the far left. When the motor is not fully unwound (if the last cube was removed after less than four flashes), a new cube will push on straight, as shown at the near left.

Press the cube firmly into the socket, then turn it clockwise **as far as it will go** to wind up the spring motor. It will stop with one bulb pointing straight ahead.

After the fourth flash, the cube will stop at a 45 degree angle. You may remove a partly used cube and use it again.

Partly used flashcube: A partly used cube will push on the socket in either of the positions shown, depending on whether the motor is fully unwound or not.

1. Press the cube firmly into the socket, and turn it clockwise **as far as it will go**.
2. Remove the cube from the socket.
3. Reinsert it so an unused bulb points straight ahead and a used bulb points down. **IMPORTANT:** To avoid wasting film, note how many flashes are left on a partly used cube. It will **not** stop at an angle when there are no flashes left.

To remove a cube, just pull it straight out of the socket.

Check the L/D control: Ordinarily, there's no need to touch it. Leave it at the Normal position, as shown. On the back of some color film packs you may find printed instructions advising you to set the L/D control one mark toward **LIGHTEN** for all pictures made with that pack. Please follow that advice; it's important.

FORMULA FOR GOOD FLASH SHOTS

Maximum distance for flash is 10 ft. (3.00m). Never get closer than 4 ft. (1.20m).

This camera gives best results when your subject is about 5 ft. (1.50m) from the lens.

1. Place your subject: Try to have a background, preferably of a light, bright color, a few feet behind your subject.

Try not to shoot flash pictures where the background is dark or far away.

2. Turn the lens to the 5 ft. (1.50m) mark.

3. Stand 5 ft. (1.50m) away and aim: Place the Color Spot in the viewfinder over the person's face. Move closer, or back up, until it covers from the top of the head to the chin. Your subject will then be about 5 ft. (1.50m) from the lens.

4. Shoot: Hold the camera as shown, so your right thumb stops your forefinger from pushing the camera down.

Press the red button smoothly and slowly without moving the camera.

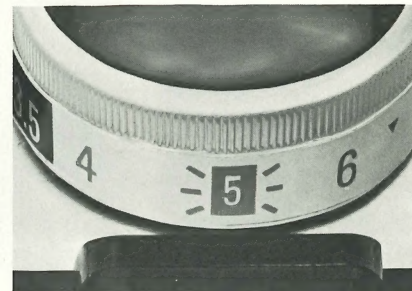
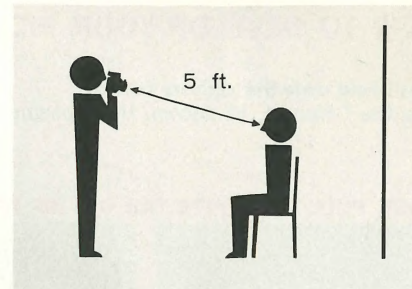
YOU ARE NOW READY TO DEVELOP THE PICTURE AS SHOWN ON PAGE 16.

Distances other than 5 ft. (1.50m): The farthest away you can be is about 10ft. (3.00m). You can come as close as 4 ft. (1.20m), but **only** if your subject is about an arm's length from a light colored background.

Always measure carefully and set the lens to the right mark. **The silver band on the lens distance scale shows you the range of distances for flash pictures.**

FLASH DON'TS

Your pictures will be too dark if you try to make flash pictures in daylight, or if you try to make daylight pictures with a used flashcube in the socket. Don't shoot flash pictures in explosive atmospheres.

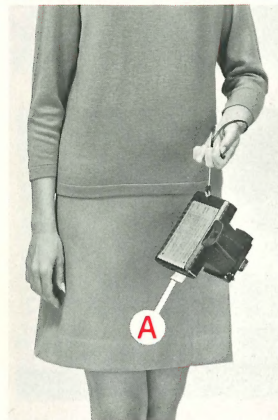


HOW TO DEVELOP YOUR PICTURE

Don't hold onto the camera body!

Use the T-handle, as shown. It is designed to make tab pulling as easy as possible.

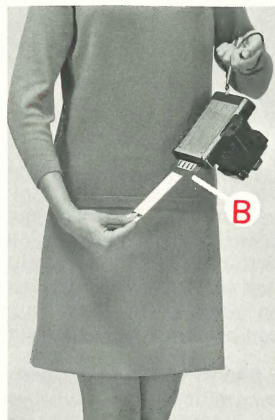
FIRST, PULL THE WHITE TAB OUT OF THE CAMERA.



1. Let the camera hang.



2. Pull the white tab (A) all the way out of the camera: This causes a yellow tab (B) to pop out of a narrow door in the end of the camera.



IF A YELLOW TAB DOES NOT COME OUT, DON'T PULL ANOTHER WHITE TAB!

The yellow tab may get jammed because of dirt in the developer spreader. First, remove the jammed yellow tab, as shown on page 21. Then clean the developer spreader (see page 22).

NEVER PULL A WHITE TAB IF YOU CAN SEE A YELLOW TAB, OR YOU WILL CAUSE A JAM!

If you accidentally pull a white tab while a yellow tab is showing, don't pull another (see page 28).

THEN, PULL THE YELLOW TAB OUT.



3. Grip the center of the yellow tab.



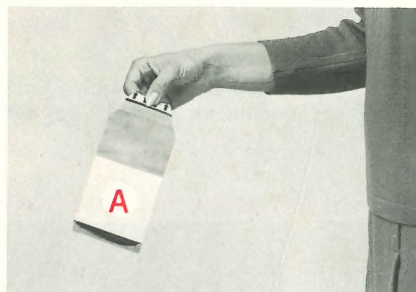
4. Pull the yellow tab all the way out of the camera: Hold the camera as shown and pull smoothly, at medium speed, without slowing down or stopping.



THE PICTURE IS NOW DEVELOPING OUTSIDE THE CAMERA, SO START TIMING DEVELOPMENT RIGHT AFTER PULLING THE TAB OUT.

If you have trouble pulling the yellow tab out smoothly, pull the camera handle to your left as you pull the tab out with your right hand.

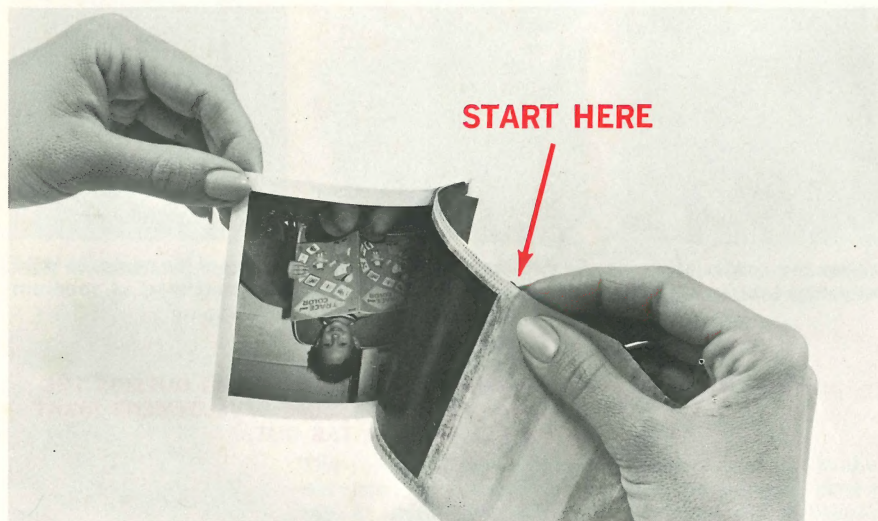
NEXT PAGE, PLEASE.



5. Develop the picture for the full time given in the film instruction sheet: Let the film hang from the yellow tab without moving, or lay it down flat.

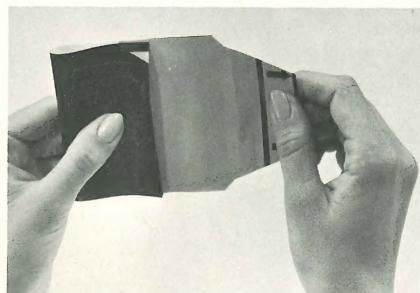
Don't touch or bend the part where the picture is developing (A).

6. Separate the print: After the full development time, **quickly lift the print** away from the rest of the paper, starting from the end near the yellow tab, as shown. **Don't start at the other end of the print;** you will get developer chemicals on your fingers.



7. Fold up the negative: To avoid touching chemicals left after the print is removed, fold up the negative with the moist side in. **Please put it in a waste basket.**

CAUTION: Please be sure to read the important notice on page 30.



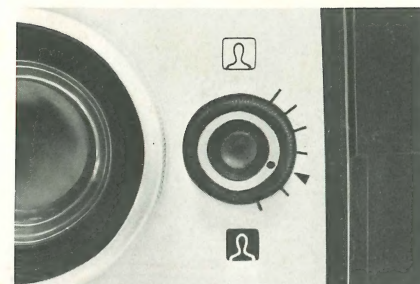
HOW TO MAKE YOUR NEXT PICTURE LIGHTER OR DARKER

To lighten or darken another flash or day-light picture of the same subject in the same place, with the same lighting, use the LIGHTEN/DARKEN control. For a small change, turn the control one mark toward LIGHTEN or DARKEN; for a bigger change, move it two marks. **Don't forget** to return the LIGHTEN/DARKEN control to the Normal position when a special setting is no longer necessary.

CARE OF COLOR PRINTS

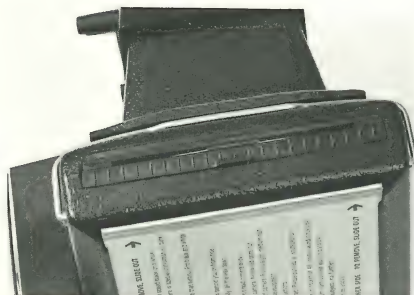
A newly separated color print will look nearly dry, but it is actually slightly moist and the surface can be damaged by handling. **Don't touch the surface** for a few minutes; it will dry hard and glossy. **Be sure the print is fully dry** before allowing it to touch another print, or the two may stick together.

The dyes used to form colors in the prints are long lasting. However, like all dyes, they will fade if exposed to bright light for long periods of time. The best way to protect your prints is to keep them in Polaroid Picture Albums.



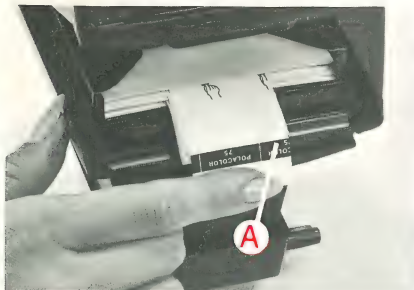
IF THE PRINT CURLS AFTER YOU LIFT IT OFF THE NEGATIVE

Do not try to straighten it as you may crack or otherwise damage the picture. It will straighten out in about an hour, depending on the humidity and the temperature.

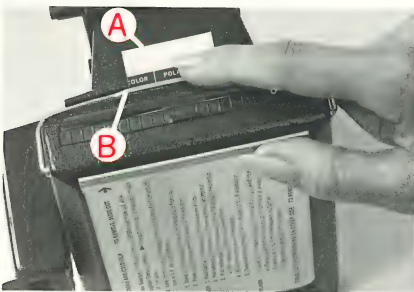


IF NO WHITE TAB APPEARS WHEN YOU PULL OUT THE SAFETY COVER

If there is no white tab in the slot, do the following in the shade or indoors, but not in bright sunlight.



1. Unlock the back of the camera, open it part way and, without disturbing or moving the film pack, push the white tab (A) out into the open.



2. Close and lock the back of the camera, making sure that the white tab (A) is outside and behind the lock (B).

REMEMBER: YOU CAN OPEN A LOADED CAMERA, IF YOU DO IT CAREFULLY

If you're indoors or in the shade, and if you don't move the film pack, you can open the camera back to adjust film tabs, or to clean the developer spreader (page 22). If you move the pack while the back is open, only one piece of film will be ruined; the rest will still be good.

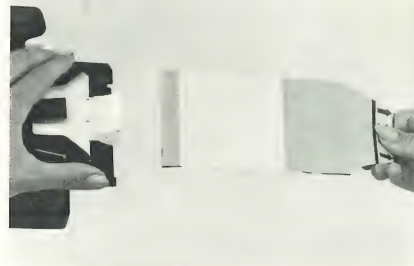
IF NO YELLOW TAB APPEARS WHEN YOU PULL THE WHITE TAB, STOP!

Do not pull another white tab. Instead, do the following in the shade or indoors:

1. Carefully open the camera back without moving the pack. You can use a pencil point to make sure the pack doesn't move.

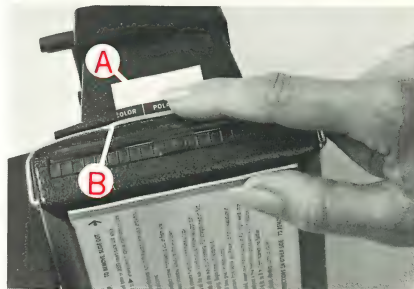


2. Take hold of the yellow tab that failed to come out through the slot. Still being careful not to move the pack, gently pull the yellow tab all the way out of the camera and discard that piece of film. **Do not** try to save it.

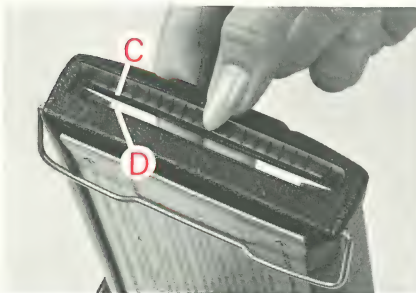
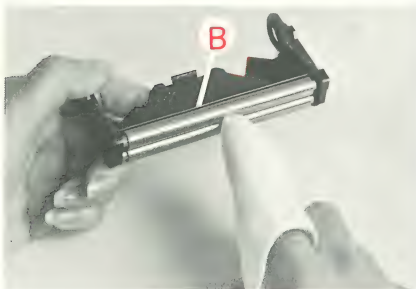
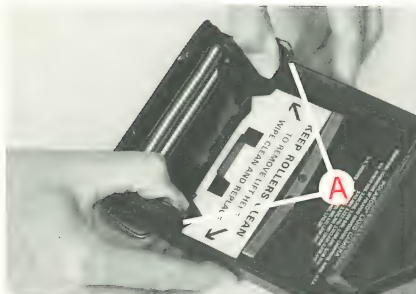


3. While the back is open, check that the developer spreader and the yellow tab slot are clean. If necessary, clean them as shown on page 22.

4. Close and lock the camera back, making sure that the next white tab (A) is outside and behind the lock (B), as shown.



DIRT IN THE SPREADER OR THE YELLOW TAB SLOT WILL BLOCK THE YELLOW TAB. BE SURE TO KEEP THEM CLEAN. SEE PAGE 22.



YOU MUST KEEP THE DEVELOPER SPREADER CLEAN

The spreader must be kept clean, or you will not get good pictures. The two steel rollers in the spreader assembly play a leading part in development of your picture. **Inspect them frequently; if possible, do it before loading each new film pack.** If the rollers are not kept clean, you may have the following problems: (1) no yellow tab appearing when a white tab is pulled; (2) developer chemicals smeared on the back of a picture; (3) repeated spots on the face of a print.

1. Remove the spreader assembly: Use two hands and lift both steel loops (A) together. Lift the assembly out of the camera.

2. Clean the rollers: Wipe the rollers clean with a dry, lint-free cloth. Never scrape them with anything metallic, nor with your fingernail. Rotate **both** rollers, to be sure they are completely clean. On the side (B), where the rollers are partially covered, there is a narrow slot. Inspect the slot and clean it if necessary.

If any particles on the rollers or in the slot are particularly difficult to remove, use a damp cloth. **Never submerge the rollers in water;** doing so could eventually hamper the free rotation of the rollers.

3. Clean the tab slot: If dirt collects here, the yellow tab cannot pop out. Carefully open the narrow door (C) and clean the slot (D) with a cloth.

4. Replace the spreader assembly: First, be sure the roller assembly is the right way up. The edge outline (E) of the assembly should match and cover the outline printed inside the camera door. With your thumbs in the position shown, press lightly in the direction of the rollers and then down. The assembly will click into place.

CHANGE BATTERIES EVERY YEAR

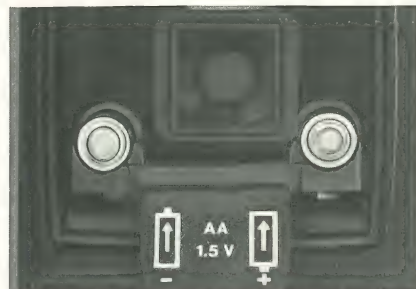
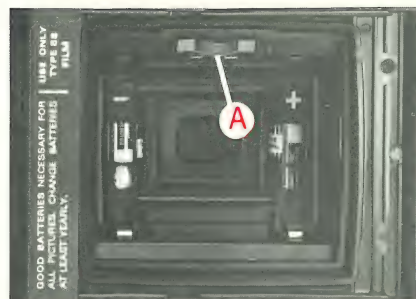
There are two batteries to operate the electric eye and to fire the flashcube. They should be changed at least once a year. If they get weak you will get all-black pictures.

The battery holder is marked with plus + and minus — signs to show how the batteries should be placed.

Take hold of the finger grip (A) on the holder latch. Pull down to unlatch it.

The holder swings out on a hinge. Tip the camera, and the batteries will slide out. Put in new batteries of the same kind, in the same positions.

To replace the holder, push it back up until the latch snaps into place.



GENERAL CARE OF CAMERA AND FILM

Protect film and camera from heat: Film can be damaged by heat, even if it is in a sealed package. After the film has been put in a camera it is also important to protect it from dampness and humidity.

Don't leave a loaded camera or packages of film in direct sunlight. Remember that the glove or luggage compartment of a car can get as hot as an oven. If you store film or a loaded camera in a closet, keep it near the bottom where it's cooler.

Don't remove film from its sealed bag until you are ready to use it.

How to clean the lens: Breathe on it to dampen the surface, then wipe it lightly with clean, dry absorbent cotton. **Never** use silicone coated eyeglass tissues. Clean the viewfinder windows in the same way.

COPIES AND ENLARGEMENTS

Send your original Polaroid pictures to Polaroid Copy Service, using the Copy Service order form supplied with cameras and films. You can get excellent same-size copies or enlargements of various sizes at moderate prices.

To make really good copies and enlargements you must start with a sharply focused, well exposed picture.

Try to avoid scratching or fingerprinting pictures that are to be enlarged. Remember — the better your original picture, the better the copy or enlargement will be.

CHECK THE TEMPERATURE! IT'S IMPORTANT

Cold and heat have a great effect on the way your picture develops and on the quality of the picture. Even moderate cold can ruin your pictures unless you take steps to prevent trouble.

The important thing is the temperature of the camera and film at the time you are developing the picture.

The normal development time for color

film is set for temperatures of 75°F and warmer. When it's a bit cooler the action of the developer chemicals slows down and you must develop for a longer time. In each film instruction sheet there is a little thermometer drawing showing how long to develop at different temperatures.

When the temperature gets below 65°F the chemicals act so slowly that color film won't develop well unless you use the Cold-Clip, as described below.

HOW TO USE THE COLD-CLIP

The Cold-Clip is carried in a pair of slots on the back of the camera. Slide it out as shown. Instructions are on the back.

1. Before starting to take pictures, warm up the Cold-Clip by placing it in an inside pocket, or between your body and arm, for about five minutes.

2. Pull the white tab out, but before pulling the yellow tab take out the warmed Cold-Clip and hold it as shown.

3. Pull the yellow tab out of the camera.

4. Immediately open the Cold-Clip and place the entire piece of film inside the Cold-Clip with the tab hanging out as shown. **This must be done within 10 seconds after pulling the tab out.**

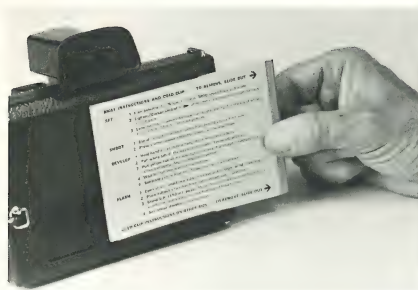
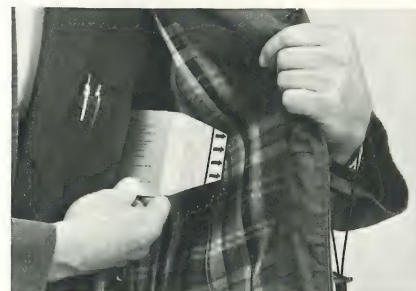
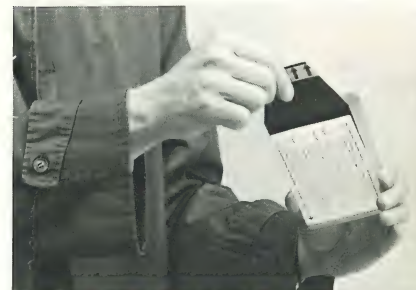
You can either let the camera hang from your wrist or continue to hold the handle.

5. Put the Cold-Clip, with the film inside, between your body and arm while the picture develops. **Don't squeeze the Cold-Clip tightly, or you may force developer from the film.**

6. Develop the picture for 60 seconds inside the Cold-Clip, then remove the film and separate the picture.

Occasionally, developer may leak from the film and stick to the Cold-Clip. Avoid contact with this material. Before using the Cold-Clip again, wipe it clean with a damp cloth.

Please read the CAUTION notice on page 30.





DAYLIGHT PICTURE HINTS

The best light for pictures of people: On a very bright, hazy day the light is even and the shadows are soft.



To fill the picture nicely: Shoot two heads close together.

Give your subjects something to do, or to hold; they'll be more relaxed.



For pictures of places and things: Try to shoot on bright, sunny days when you can see shadows at one side of your subject. You won't get your best pictures when the sun is right overhead.

In the shade or on a dark day: The shutter will move quite slowly because the light is not bright. Therefore, you have to be very careful not to shake the camera. Hold the shutter release button down for at least a second and don't move at all until you let it up.

If possible, hold the camera steady by bracing it against a firm support, or by resting your elbows on a solid surface.

FLASH PICTURE HINTS

5 ft. (1.50m) is a good distance: For all flash shots of one or two people, you'll get best results if the subject is about 5 ft. (1.50m) from the camera. For larger groups, back up a bit. **If you are more than 10 ft. (3.00m) from your subjects you won't get good flash pictures.**

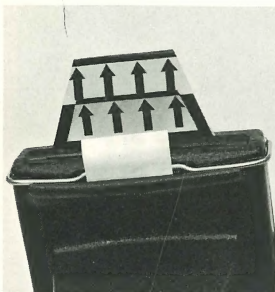


Pick a good background: Always try to have a light colored background a few feet behind your subject. This is most important if you are closer than 5 ft. (1.50m).



Line up groups: Try to have everyone about the same distance from the camera so they'll all be lighted evenly. If some are nearer to the camera than others, parts of your picture will be much too light or too dark.





POSSIBLE PICTURE TROUBLES

Two yellow tabs out at same time: You pulled two white tabs in a row without pulling a yellow tab. Both pieces of film will be ruined and, unless you are careful, you may lose a third picture.

Do not open the camera. Grip **both** yellow tabs firmly, pull them **both** out together, and discard both pieces of film. **This may cause developer to be spread around the inside of the camera back.** Open the back of the camera and, without disturbing the film pack, remove the developer spreader. Carefully clean it, the yellow tab slot, and any other areas that need cleaning.

Never pull a white tab if you can see a yellow tab.

Black picture: No light reached the film. The most common cause is a dead battery (see page 23). Or, the camera shutter is damaged. Or, you tried to take a fifth flash picture with a four-shot flash-cube.

Many white spots: This happens if you pull the yellow tab out too fast. Try to pull the next tab slower, but steadily and without stopping or slowing down.

Prints with weak, reddish colors: You did not develop the picture for the full time given in the film instructions. Remember, in cool weather, you must use the Cold-Clip to develop your pictures. See the film instructions for more information.

Corners missing: You pulled the yellow tab out at an angle, instead of straight. This will always happen if you do not hold the T-handle; it can also happen if you jerk the tab out very fast. To prevent this trouble, hold the camera by the T-handle and pull the tabs as shown on pages 16-17.

Fuzzy flash pictures: If the picture is well exposed but all the details are a bit unclear, you probably shook the camera as you pressed the shutter release button. Don't poke at the button. Instead, squeeze it down smoothly as shown on page 13.

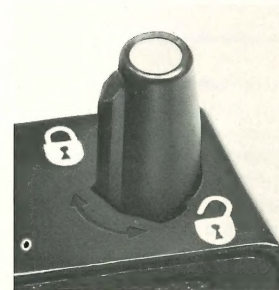
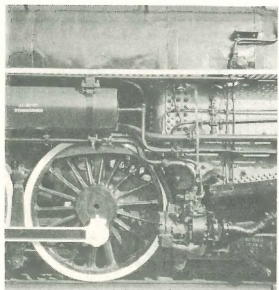
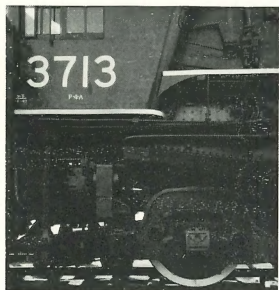
Overall bluish tint: Pictures developed for too long a time will look too blue overall. See the film instructions for more information.

Pictures consistently dark: May be due to LIGHTEN/DARKEN control being set incorrectly. First, check that it is not accidentally set towards DARKEN. If not, carefully open the back of the camera and, without moving the film pack, check to see if there is a label on the pack advising you to set the L/D control one mark toward LIGHTEN for all pictures made with that pack. If so, set the L/D control to that position.

WHEN TO LOCK THE SHUTTER

The shutter release button should be locked if the camera is to be carried in a bag or in a box with other things, etc. To lock the button, turn it clockwise.

This precaution is recommended because steady light pressure on the shutter button may depress it just enough to cause current to flow out of the camera batteries. If the batteries are weak or dead, the shutter will not operate.



TO OBTAIN INFORMATION AND HELP

If you ever have a problem with the camera or film, or if you don't know whether or not a repair is needed, we urge you to seek help promptly to avoid film waste and disappointment. See your dealer or write to the nearest Polaroid office (list opposite), or to Customer Service, Polaroid Corporation, Cambridge, Mass. 02139. **Or, call Customer Service toll-free at 800-225-1384 from anywhere in the U.S.A. except Massachusetts. From within Massachusetts, and from Canada, you may call collect at (617) 864-4568.** When writing, send sample pictures and, most important, state what camera model you have. Please be sure to include a clearly printed return address.

WARRANTY

If this camera proves defective within one year of original purchase date, we will repair or, at our option, replace it free of charge. We will make no charges for labor, "service" and parts.

For cameras returned to us from inside the U.S.A. we will refund an amount approximately equal to the mailing cost of incoming insured parcel post, when we send back the repaired camera; we will also supply one pack of film to replace pictures spoiled before the defect was identified.

The warranty does not cover damage caused by accident, misuse, or tampering with the camera. A charge will be made for such repairs.

To take advantage of the above war-

ranty, the camera must be returned to and repaired by a Polaroid Service Center or an Authorized Independent Repair Station (list available on request). For return instructions, see below.

TO RETURN A CAMERA FOR REPAIR

First, if you are not certain whether your camera needs repair or not, please contact Customer Service (see left for details) to discuss your problems, **before** you ship the camera. Picture problems are more often caused by incorrect use of the camera, than by a defective camera. With a little advice, you may be able to use your camera again right away, without repair.

To return your camera for repair, you may either ask your dealer to handle the return for you or you may mail the camera yourself. Pack it carefully to assure safe travel (if you request it, we will send a preaddressed shipping carton to any point in the U.S.A.) and send it by **insured** parcel post mail. Address it to the nearest Polaroid Service Center. (See list for Polaroid Service Center addresses and for information about Authorized Independent Repair Stations.)

Whichever method you select, be sure to include a note describing the nature of the problem or sample pictures which illustrate it.

If you are near a Service Center, it may be more convenient for you to bring the camera in, instead of mailing it.

CAUTION: The Polaroid Land process uses a caustic jelly which is safely packed inside sealed containers within the metal-plastic pack. **If accidentally you should get some of this jelly on your skin, wipe it off immediately.** To avoid an alkali burn, wash the area with plenty of water as soon as possible. **It is particularly important to keep the jelly away from eyes and mouth.** Keep discarded materials out of reach of children and animals, and out of contact with clothing and furniture, as discarded materials still contain some jelly.

POLAROID SERVICE CENTERS AND OFFICES

CALIFORNIA

Polaroid Corp.
875 Stanton Road
Burlingame 94010

Polaroid Corp.
2040 E. Maple Avenue
El Segundo 90245

GEORGIA

Polaroid Corp.
3720 Browns Mill Road, S.E.
Atlanta 30315

ILLINOIS

Polaroid Corp.
2020 Swift Drive
Oak Brook 60521

MASSACHUSETTS

Polaroid Corp.
89 Second Avenue
Waltham 02154

NEW JERSEY

Polaroid Corp.
P. O. Box 607
W-95 Century Road
Paramus 07652

OHIO

Polaroid Corp.
4640 Manufacturing Road
Cleveland 44135

TEXAS

Polaroid Corp.
9029 Governors Row
Dallas 75247

PUERTO RICO

Polaroid of Puerto Rico, Inc.
Charlyn Industrial Park
Road 190, Km 1.7
Carolina 00630

Mailing address:
P.O. Box 2032, Ceramica Annex
Carolina 00630

AUSTRALIA

Polaroid Australia Pty. Ltd.
2 Smail Street
Ultimo, N.S.W. 2007

Mailing address:
P. O. Box 335
Broadway, N.S.W. 2007

AUSTRIA

Polaroid GmbH
Kegelgasse 27
A-1035 Wien 3

BELGIUM

Polaroid (Belgium) S.A.
12-16 rue de la Victoire
1060 Bruxelles

CANADA

Polaroid Corp. of Canada, Ltd.
350 Carlingview Drive
Rexdale, Ontario

DENMARK

Polaroid A/S
Blokken 38
3460 Birkerød

FRANCE

Polaroid (France) S.A.
57, rue de Villiers
92-Neuilly sur Seine
Service Center
61, rue Chaptal
92-Levallois

GERMANY

Polaroid GmbH
Königsbacher Strasse 15-21
6 Frankfurt/Main-Niederrad 1

GREAT BRITAIN

Polaroid (U.K.) Ltd.
Office, Rosanne House
Welwyn Garden City
Hertfordshire
Service Center
Huggins Lane
Welham Green, near Hatfield
Hertfordshire

ITALY

Polaroid (Italia) S.p.A.
Viale Certosa 222
20156 Milano

JAPAN

Nippon Polaroid Kabushiki Kaisha
Mori Bldg. No. 6
32, Nishikubo Tomoe-cho
Shiba, Minato-ku
Tokyo

MEXICO

Michelmex S.A.*
Apartado Postal #6-952
Mexico 6 D.F.

THE NETHERLANDS

Polaroid (Europa) B.V.
Verkoopkantoor Nederland
Office, Maassluisstraat 258
P.O. Box 9167
Amsterdam-W. III
Service Center
Markt 24
Enschede

NORWAY

Polaroid (Norge) A/S
Hvamkryssset
Boks 35
2007 Kjeller

SOUTH AFRICA

Frank & Hirsch (Pty.) Ltd.*
P.O. Box 1803
Bree and Nugget Streets
Johannesburg

SWEDEN

Polaroid AB
Box 20
S-127 21 Skärholmen

SWITZERLAND

Polaroid A. G.
Hardturmstrasse 175
Zürich 8037

*Authorized Independent Repair Station

Additional Repair Stations: Besides Polaroid's own Service Centers listed here, there are several Authorized Independent Repair Stations in the U.S.A. and Canada. To locate the one closest to you, write to the nearest Polaroid Service Center or to Customer Service, Polaroid Corporation, Cambridge, Mass. 02139. Or, call Customer Service toll-free at 800-225-1384 from anywhere in the U.S.A. except Massachusetts. From within Massachusetts, and from Canada, you may call collect at (617) 864-4568.

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on recycled paper

Six rules **for success with this camera.**

Most important of all: Always keep the developer spreader clean. If it is dirty, film will jam in it and you will not be able to develop your pictures (see page 22).

Outdoors in daylight: Always have the light on the subject coming from behind you or from the side (see page 12).

Indoors: Always use flash for indoor pictures.

With flash: Always try to have a light colored background a few feet behind your subject, and stand no more than 10ft. (3.00m) away (see page 15).

For tab pulling: Always hold the camera by the handle, not by the body (see page 16).

When developing: Always develop pictures for the full time given in the film instructions (see page 24).